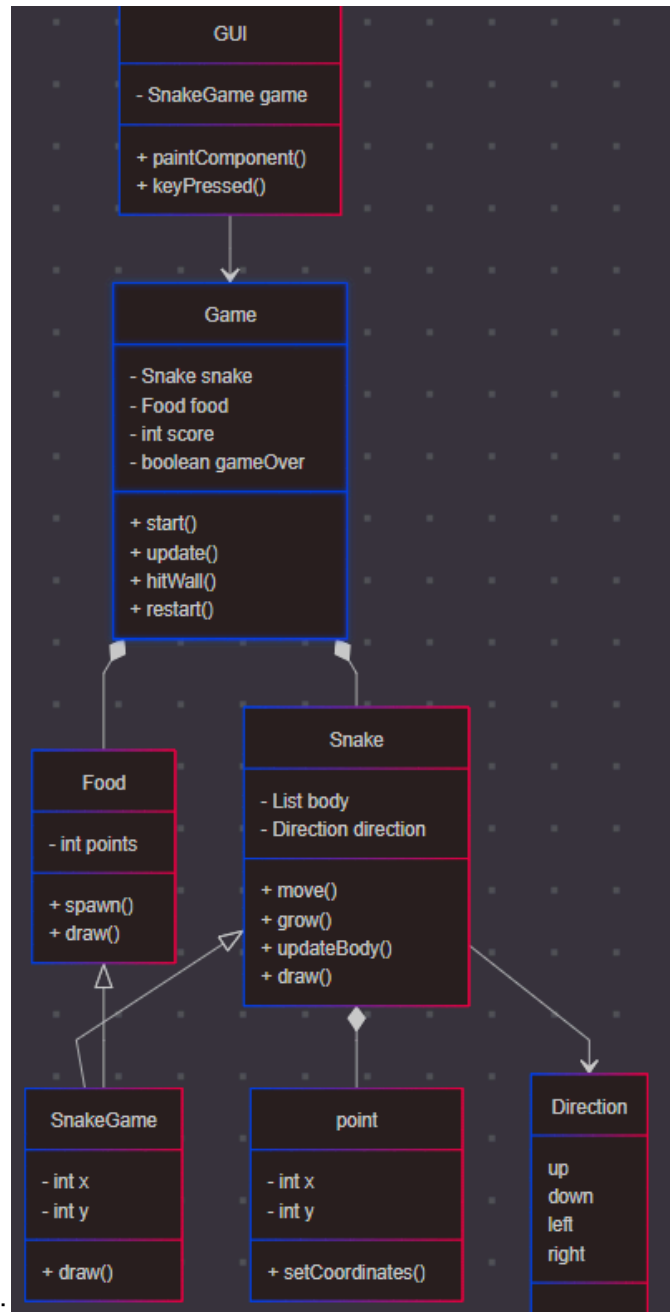1. My project is going to be a snake game. My team name is Corrupted. I am working alone, so my only team member is myself, Haley Brdak.

2. I am doing this for entertainment purposes, I often played this game as a kid and wanted to challenge myself to see if I could make it.

3. Here is my UML class diagram:

4. I anticipate this will take a lot of time and effort to make, especially if I would like it to look good and work correctly, taking all different aspects of the game into account, as well as preparing for the presentation. I am sure I will be able to complete this project, as well as

hit all the requirements. Loops will be used to keep the snake moving, and while doing so checking to make sure the snake did not hit itself or the wall, an array will hold the location of the snake, etc.